

Rise of the Dragon



HINT BOOK

Includes complete walk-thru

Includes all area maps

List and location of all objects

Hidden rooms, locations and
characters you may not have
encountered



Dynamix
1996

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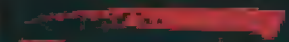
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Rise of the Dragon

A Blade Hunter Mystery



Solutions Manual

Written by David Selle

Designed by Roger Smith

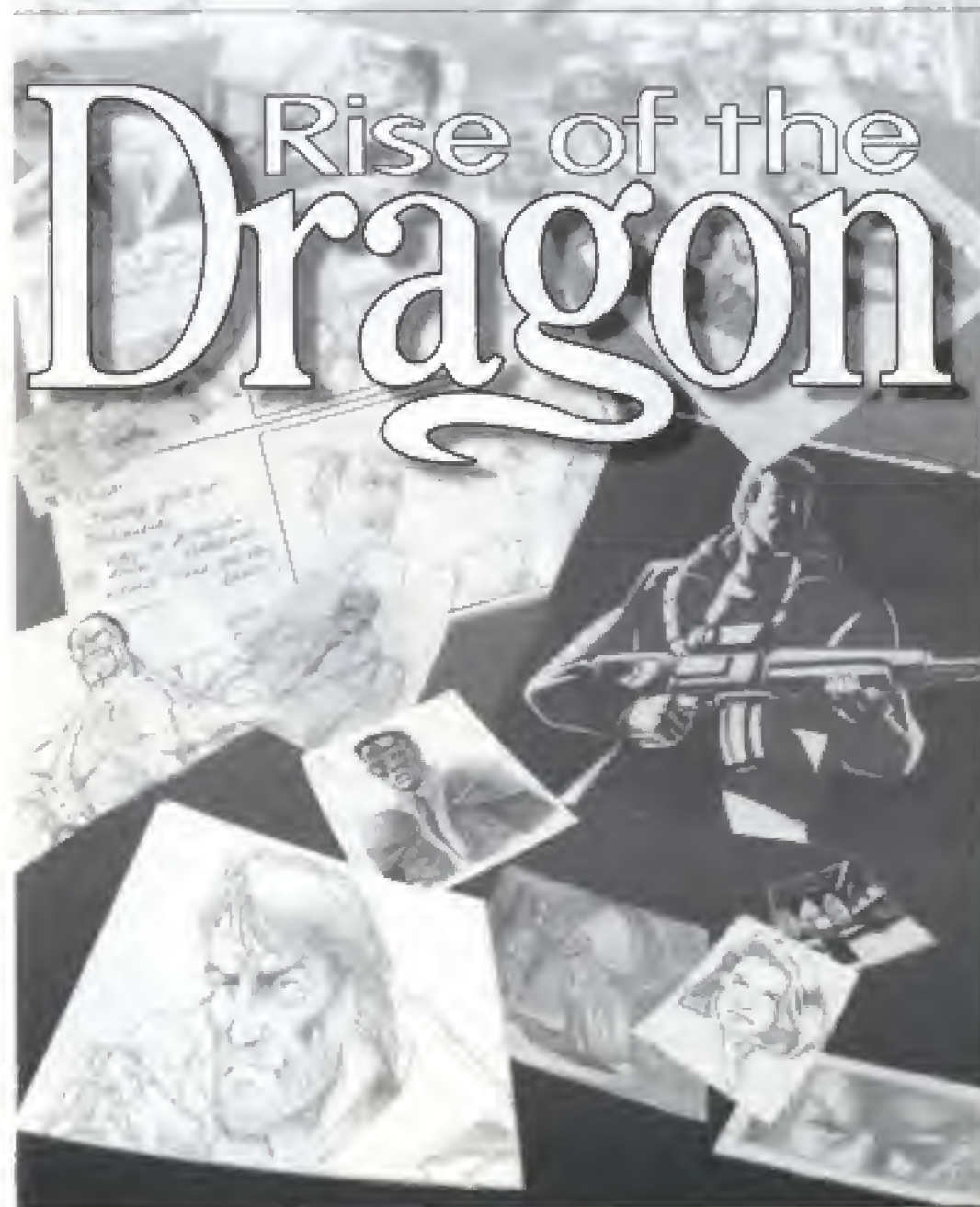
Managing Editor Jerry Luttrell

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THE MAKING OF

Rise of the Dragon



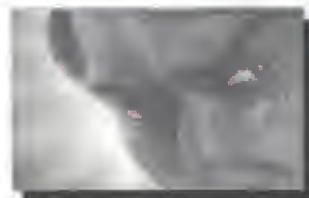


Project Firestart places you on a mission to discover what went wrong aboard an intergalactic research vessel where a genetic experiment has gone horribly wrong.

The roots of *Rise of the Dragon* can be traced back to a game called *Project Firestart* for the Commodore 64. Released in September 1988, this was Dynamix's first tentative step into the world of interactive entertainment. Project Firestart incorporated many new aspects of design and production which have been built upon in more recent products. Innovative approaches in Firestart included the use of cinematic effects, video images, and complicated animation sequences.

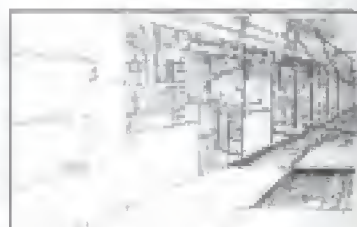
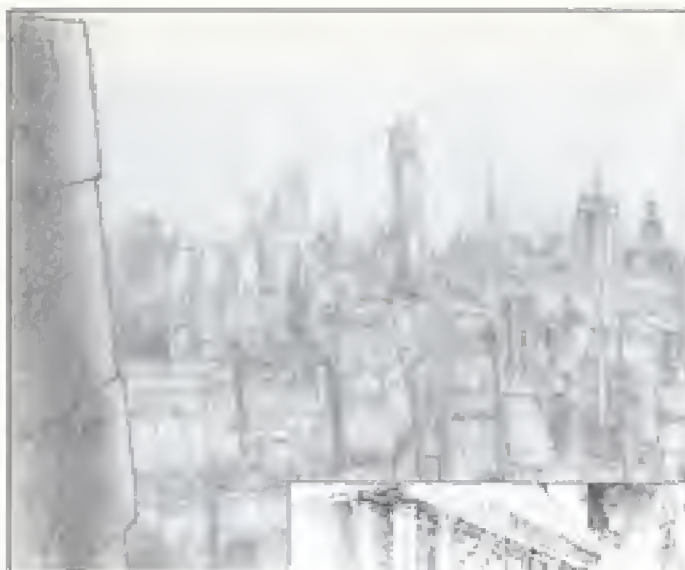


The various incarnations of Blade Hunter. The character developed over a two-year period from pencil sketches to hand-painted storyboards to digitized computer images.



Shoehorning the complex Firestart design into 64K was an impressive technological accomplishment, but it also caused the project to run more than a year behind schedule and nearly gave the lead programmer on the project a nervous breakdown.

Despite the difficulties we encountered making Firestart, we were convinced it was a step in the right direction for product development. So, with a bit of experience under our belts, we decided to move on to bigger and better things in interactive entertainment.



Early pencil sketches of Blade Hunter's world. It was essential that the artwork capture the technologically dark mood from which the story could be told.

The original story concept behind *Rise of the Dragon* was developed in late summer 1988 by David Selle and Jeff Tunnell.

After some preliminary design work, it was clear that Dragon was going to be bigger than anything Dynamix had yet attempted. What we were discussing was not just a new kind of game, but an entirely new way of making them.

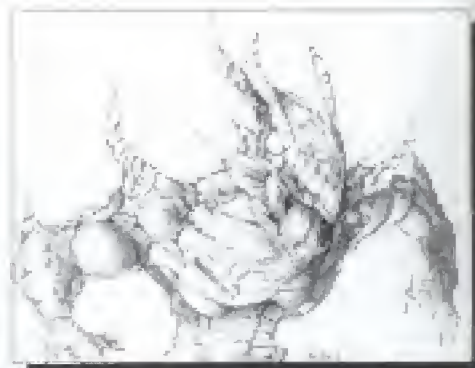


Dynamix's first use of digitized actors and electronically rotoscoped animation. *David Wolf: Secret Agent* was a testing ground for much of the technology used in *Rise of the Dragon*.

We realized we needed to create a completely new development environment which could handle projects of this magnitude. But, with the experience of Project Firestart fresh in our minds, it was apparent that we were not going to be able to build the product we wanted on the hardware which was currently available.

Reluctantly, Dragon was placed on the back burner to wait for technology to catch up with us. In the meantime we took an intermediate step forward with *David Wolf: Secret Agent*.





The many early forms of Blade Hunter's nemesis, Deng Hwang, and his MTZ alter ego, Bahamat



Every sequence in *Rise of the Dragon* had to be completely storyboarded ahead of time. Top an early sketch of the MTZ torture chair



Many of the individual software tools which were incorporated into the system used on *Rise of the Dragon* were created during the development of *David Wolf! Secret Agent*. Another positive event which took place during the development of Agent was that better and more powerful hardware was becoming widely available for home use.

With the increase in the number of 386 machines on the market, VGA graphics, and improvements in our own in-house video and sound technology, we became confident we could



begin to build the product we wanted by the end of 1989. This provided the impetus for the development of the Dynamix Game Development System (DGDS).

The DGDS concept is the brainchild of Dynamix president Jeff Tunnell. He envisioned this system as the way to build the next generation of Dynamix computer adventure software. DGDS provides a new way to build games and a new way to play them. On the programming side, it allows artists, programmers, and writers to work on a project simultaneously in the same development environment. For the player, its main purpose is



Blade Hunter in less than formal attire. The interface used had to be intuitive and simple yet extremely powerful. The result was DGDS.

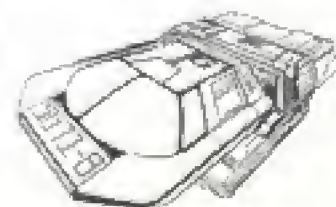
to create games that are easy to play while providing a powerful way to interact with the game environment. DGDS accomplishes this without forcing the player to struggle with a parser.

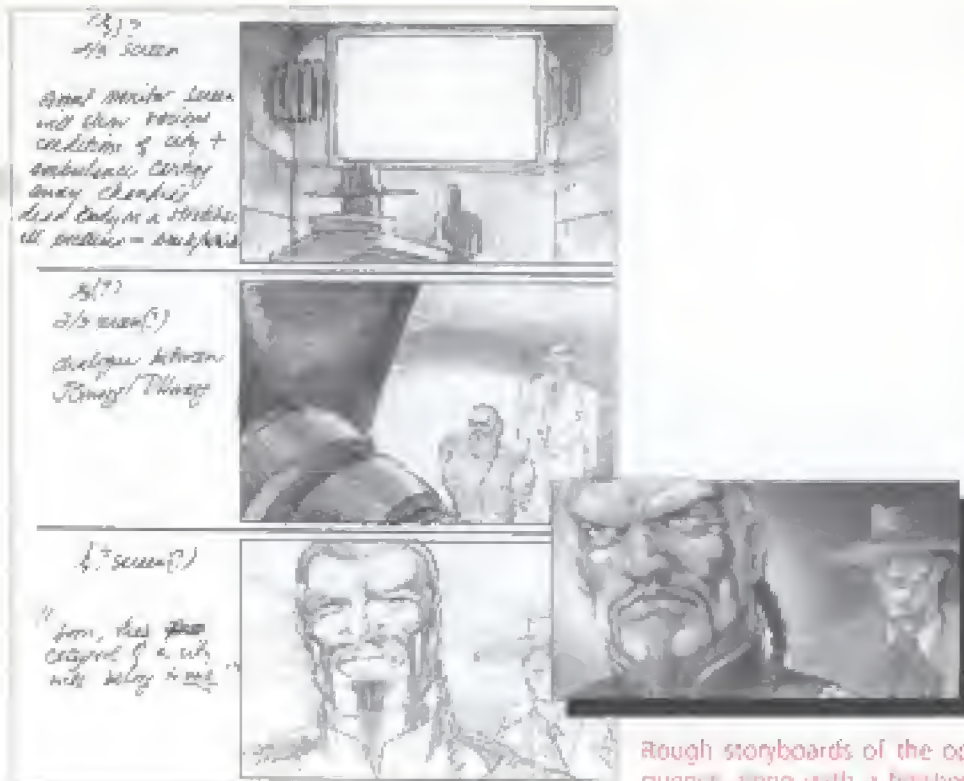
Dragon's intuitive DGDS point-and-click interface has all the depth and complexity of traditional adventure games without the frustration often associated with them.



Top: Pencil sketch of the Pleasuredome bar, one of the main information spots of the game.
Below: An early version of Blade's hovercar.

As an adventure game *Rise of the Dragon* is unique in its implementation and its conception. It is not aimed at the younger market. We wanted Dragon to have a gritty, dark tone in the tradition of Blade Runner and the William Gibson novels. Designer Jeff Tunnell's catch phrase was "Cyberpunk untouchables" during the early phases of development. This design philosophy combined with DGDS enabled us to create a truly unique interactive computer adventure.





Rough storyboards of the opening sequence along with a finished painting showing Deng Hwang and Jonny Qwong.

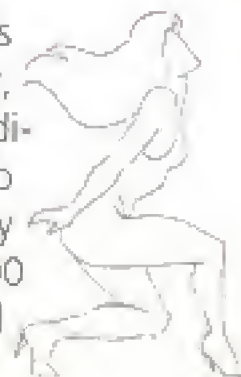
A typical scene is put together for *Rise of the Dragon* in several stages. First, storyboard sketches are created from the original story text as called for by the design. Then, after deciding on the look and feel of a given scene, a background is hand-painted and scanned into the computer. Next, ambient animations are added to the backgrounds. One unique feature of *Dragon* is that there are animations in every scene. Some scenes in *Rise of the Dragon* have over two hundred animations in them, each randomly generated. The individual animation



The dance sequences were developed by video taping a live dancer, transferring the video image to the computer and then hand tracing over each "frame" of movement with a paint program.

sequences can be digitized from hand renderings, video or developed wholly on the computer.

During the next phase of development, text is imported through a special interpreter. Finally, programmers hard code special cases for individual scenes and implement the game logic to tie everything together. The last hurdle is Quality Assurance (QA). Our QA department spent 1,000 hours testing *Dragon* to make sure the final product was bug free.





Black and whites of the original paintings showing Chandra mutilating after an overdose on MTZ. We were constantly asking ourselves how much gore was too much. The cutting room floor was full of storyboards that did away with Chandra in much more graphic detail.

Rise of the Dragon required 11,000 man hours (about five years) of development time by programmers, artists, writers, sound technicians, testers and support personnel. There are 105 scenes, 26,000 pieces of text and more than 12,500 individual animations in *Rise of the Dragon*. Whew!

Along with the graphic violence, *Rise of the Dragon* developers also grappled with nudity and profanity in ways that had never before been dealt with in computer entertainment. Self-censorship was adopted in the hopes that "less would be more."



INTRODUCTION

Welcome to the world of Blade Hunter, Private Eye!

We hope you have as much fun playing this game as we did creating it. *Rise of the Dragon: A Blade Hunter Mystery* is a non-linear interactive adventure game which allows you to follow multiple solution paths to resolve the game. If you have a problem that isn't mentioned here, feel free to contact Dynamix/Sierra at (209) 683-8989 8 A.M.- 5 P.M. Pacific Time.

The whole point of playing *Rise of the Dragon* is to discover puzzles and find the solution to them in a limited amount of time. However, some puzzles may be extremely well hidden, or so arcane that you haven't any idea where to begin. Or, this may be your first experience with an adventure game. Don't feel bad if you occasionally get stuck.

How to use a solution manual.

When you get stuck, look through this manual for a question close to your problem. Since the hints are organized from "slightly helpful" to "here's a big clue" to "Smack! Here's the answer!" you should read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it.

How NOT to use a solution manual.

Use this book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover and learn all the answers.

If you've finished *Rise of the Dragon*.

Even if after you've "won" the game, we're sure we can interest you in playing again. There are several different ways to resolve *Rise of the Dragon* depending on the choices you make. You may want to go back and try some different approaches to the puzzles and possibly arrive at a "happier" ending. You may also want to try some things "just to see what happens."

If you enjoyed this game, you might like to try some of the 3-D graphic animated adventure games produced by Sierra. Stay tuned for future *Blade Hunter Mysteries* from Dynamix as well.

Good luck in your adventuring and we hope you enjoy
Rise of the Dragon!

GENERAL QUESTIONS

I can't figure this out! What kind of fun is this?

What's the point of this game anyway?

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Good luck in your adventuring and we hope you enjoy
Rise of the Dragon!

GENERAL QUESTIONS

I can't figure this out! What kind of fun is this?

Read the documentation carefully, especially the "user walk through."

Examine each new room carefully using the LOOK function.

Search Blade's apartment thoroughly.

Play the messages on Blade's VidPhone, and re-check your machine regularly.

What's the point of this game anyway?

You are William 'Blade' Hunter, a burned-out former police detective turned private investigator. You have been hired by your former boss, now the mayor, to investigate the death of his daughter without causing unnecessary publicity.

There is more than one possible solution path for this game. Here are some general hints to get you started.

Look at everyone and everything in the game. Clues to puzzles and hidden objects can sometimes be found this way.

Talk to everyone you meet. If you leave a scene for a time and come back, try talking to them again.

Take anything that's not nailed down. Chances are it will help you later on (then again, it may not).

It's August second and I can't find anything to do!

When I try to exit an area entire rooms are bypassed.

Every time I try to go anywhere I get arrested!

I can't find Blade's gun.

I can't find the keys to my cupboard.

It's August second and I can't find anything to do!

Have you seen the mayor?

Have you talked to the Jake?

There is a period of time when you might have to wait for the Jake to call you at your apartment

When I try to exit an area entire rooms are bypassed.

The Detail Setting is on MINIMUM.

Every time I try to go anywhere I get arrested!

Try getting dressed before you go out. Remember, you are Blade.

Your clothes are on the floor and his overcoat is hung up.

Your clothes have to be worn, not just placed in inventory.

I can't find Blade's gun.

It's not far from the ammo-pack.

It's hidden under/behind/in something (the cursor icon won't change).

Where does James Bond keep his gun at night?

Search the bedding in Blade's apartment.

Look under your pillow.

Sometimes you're better off if you don't have a gun with you.

I can't find the keys to my cupboard.


Someone else has them

Read your VidPhone messages.

Visit City Hall.

Go to the Bureau of Records.


Get them from Karyn



I'm locked out of my apartment.

What am I supposed to do at Karyn's?

I can't find "the Jake."



I found "the Jake" but he won't give me any useful information.

I'm locked out of my apartment.

Oops! You must have left your ID card in the VidPhone

There is another tricky way to get back in

Try to short out the door mechanism

Look on the ceiling of the hallway

Open the steam valve

What am I supposed to do at Karyn's?

Absolutely nothing

I can't find "the Jake."

Read your VidPhone messages

Ask the patrons in the Pleasure Dome

Check out the people in the bar

Ask Mujalambi

Talk to the man in the green coat at the end of the bar

The man in the green coat is the Jake, but he won't admit it unless you approach him correctly

I found "the Jake" but he won't give me any useful information.

Save the game right before you talk to him and experiment with different responses

The photograph of the mayor's daughter will help you out here.

Try this sequence of responses on your first encounter with the Jake (if you've already visited him this will change)

#1 I'm looking for the Jake.

#2 A friend of his is in some trouble

#2 Chandra Compton.

#2 Let's say you have a lot of friends... minus one

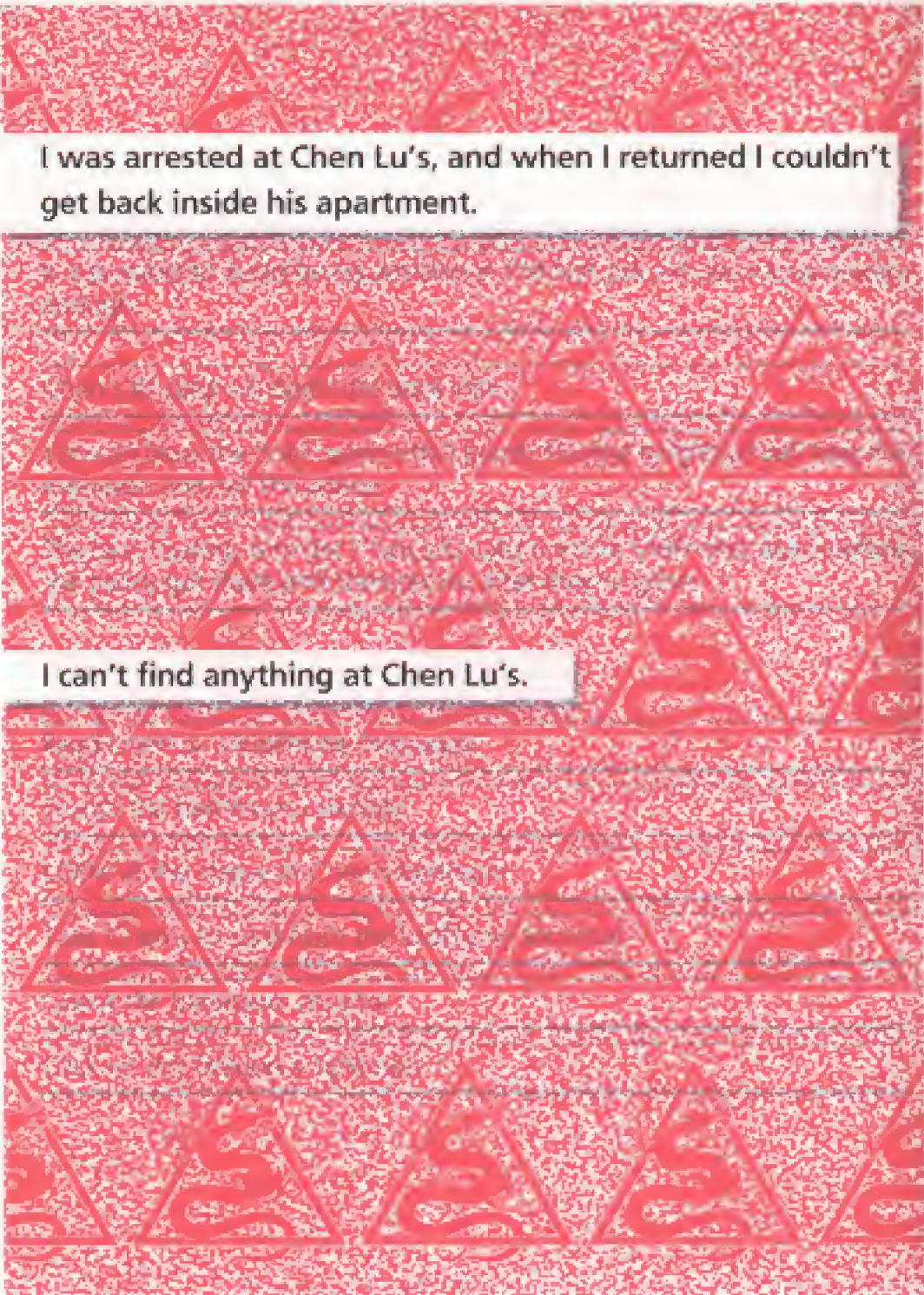
Give photo of Chandra (from your VidPhone) to the Jake for proof

#2 Who is Chen?

#3 You think Chandra would want you covering this guy's ass?

#3 I don't know but someone does. Why don't you help me out?

#3 What's this guy's name and address?



I was arrested at Chen Lu's, and when I returned I couldn't get back inside his apartment.

I can't find anything at Chen Lu's.

I found a safe but I can't open it.

I found some items at Chen's but I don't know what I should do with them.

I was arrested at Chen Lu's, and when I returned I couldn't get back inside his apartment.

It is possible to avoid being arrested in the first place if you move quickly enough.

Chen's ID card will open the door lock.

You can blow the door open with a bomb, but the neighbors will hear the explosion and call the police.

The best strategy is to get Chen's ID card from his VidPhone, leave before the police get there and then return after they're gone.

I can't find anything at Chen Lu's.

Read Chen Lu's VidPhone messages.

Search the bathroom carefully.

LOOK at the statue in Chen's bedroom

Take Chen's ID card from the VidPhone terminal.

Check the bathroom counter

Click on the Dragon's right eye.

I found a safe but I can't open it.

There are four digits in the safe combination

You could always blow it open with a bomb

Examine Chen Lu's VidPhone for a clue to the combination.

Look at Chen's ID number and gun permit.

The safe combination is the last four numbers of Chen's gun permit.

I found some items at Chen's but I don't know what I should do with them.

You will need another person's help to get more information about them.

Preferably someone with a computer

Someone who works for the city and has access to the Bureau of Records databank.

Someone with the initials K.S.

Show Chen's ID card and the drug patch to Karyn



Karyn is mad at me. How can I patch things up?

I want to buy some flowers but Bliss at the flower stand won't accept cash.



Karyn is so mad all she does is scream at me.

Karyn is mad at me. How can I patch things up?

Do something nice for her.

Get her a present and apologize.

Try the flower stand outside City Hall.

Buy a dozen roses, give them to Karyn and reschedule your date. Note: This will only work once.

I want to buy some flowers but Bliss at the flower stand won't accept cash.

That's O.K. because you don't have any.

You need a credit (ID) card.

The ID card is in your VidPhone at your apartment.

Use the following response with Bliss when she suggests you buy your lady friend some flowers and apologize.

#2 Good idea, I'll take a dozen long stemmed roses.

Give her your ID card.

Bliss will then give you the flowers.

Karyn is so mad all she does is scream at me.

Did you try to pick up Candi? Bad move, Blade.

Did you skip out on your second date? Also very bad.

If you cheated on her or stood her up a second time there is no way she will forgive you (unless you were in jail).

Seriously.

If she has already given you information concerning the lab report and Chen you may still be able to win the game without her help.

Start over.

Slen and Arreis snagged my gun and they won't give it back!

Jenni won't let me in to see the Mayor.

The Mayor threw me in jail!

Slen and Arreis snagged my gun and they won't give it back!

Oops! You made a mistake!

If you only lost your pistol you can live without it.

You should be nice to the guards when you first meet them.

You need to get a claim ticket from the ticket window immediately after you give up your gun.

Try bribing the guards.

Bribe the guards with a candy bar.

Try the following procedure when you initially encounter Slen and Arreis. (By the way, Arreis spelled backwards is the name of a well-known software development company.) After they scan you, choose response #2: "No problem. Take good care of them." Then, after Slen says "Nice piece. Be a pity to lose it," give him the candy bar. Now pick up your claim check and put it in inventory. Give the lady at the ticket window the stub when you leave and she'll return your weapon(s).

Jenni won't let me in to see the Mayor.

You need to give Mayor Vincenzi a good reason to see you.

Yelling may be effective if you have something to back it up.

Something Karyn gives you may be just the ticket.

Get the lab analysis tape for the drug patch from Karyn and ask Jenni to let you see the mayor.

Try the following responses with Jenni, once you have the lab report tape.

#1 I need to see the mayor about an urgent matter.

#1 Damnit Jenni! Tell him I want to see him - NOW!!

The Mayor threw me in jail!

Try to be a little more cooperative.

Don't threaten him too much.

Give him what he wants.

Let Mayor Vincenzi have the MITZ tape.



Deputy Van Halen won't let me into the armory.

O.K. I'm on the street at Jonny Qwong's, now what?

I found the VidPhone access panel, but I can't open it.

Where the heck are the bombs?

Deputy Van Halen won't let me into the armory.

You need to get a special pass.

A person high up in the city government might be able to pull a few strings for you

The mayor might give you a pass.

Once you get in to see the mayor, try the following responses:

#3 You should show a little more courtesy to someone who has information that could cost you the next election

#2 I found out who killed your daughter

#2 No effin' way I'm finished with this crap Show me the door

O.K. I'm on the street at Jonny Qwong's, now what?

A frontal attack won't work, but there is another way

Look around the scene carefully.

The answer may be right at your feet

Try the manhole

It might be a good idea to save your game here

I found the VidPhone access panel, but I can't open it.

You need to use something on the lock.

Subtlety isn't called for here and it doesn't matter if anyone hears you.

Blow the sucker open with a bomb

Where the heck are the bombs?

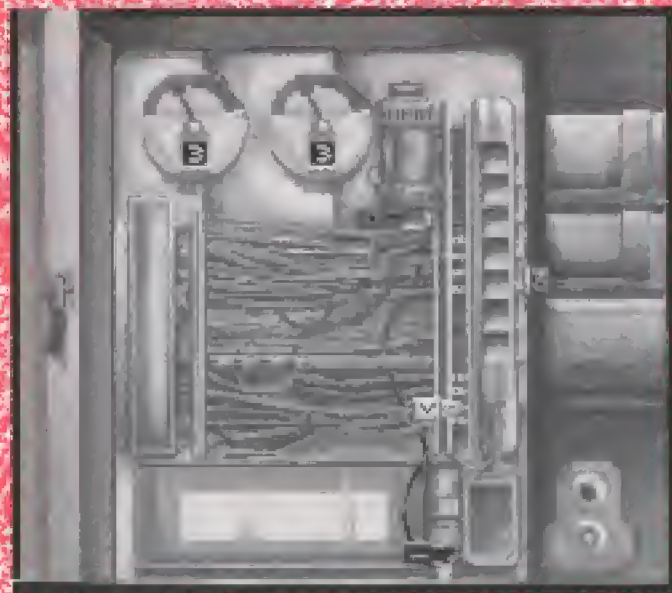
They are inside something else

That something else is locked

They're in your apartment

Check the cupboard

I got the VidPhone maintenance panel open, but I don't know what I should do next.



Where is the wire tester?

I keep getting zapped when I'm working on the VidPhone panel!

How do I avoid the sewer rats?

I got the VidPhone maintenance panel open, but I don't know what I should do next.

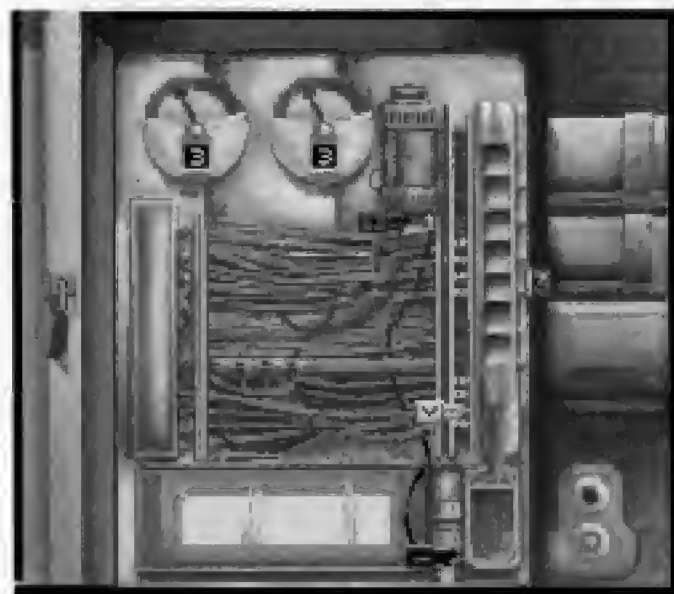
Read the documentation and the detective handbook section on "VidPhone maintenance."

You need a piece of equipment here

A wire tester would be nice

Look at the schematic on the outside of the panel.

Hook up the red positive lead to the battery terminal, the blue lead to the ground. Connect the yellow lead to the second brass wire terminal from the bottom. The wire terminals are located toward the right-hand side of the open panel.



Where is the wire tester?

It is inside something else

That something else is locked

It's in your apartment.

Check the cupboard.

I keep getting zapped when I'm working on the VidPhone panel!

Be more careful. After all, you are messing with a high-voltage electrical system while standing in two feet of water.

If the wire tester indicator light turns red, disconnect at least one of the leads immediately

Look at the voltage regulators before you try to place a tester lead

If you try to place one of leads while the gauges are in the red you will get fried

How do I avoid the sewer rats?

Hurry.

What should I do at the warehouse?

The gate is closed.

What's the deal with the piece of paper that has unintelligible Chinese calligraphy on it?

I went to the reservoir but nobody was there.

I can't get off the ground in the hovercar.

Karyn has been kidnapped. Help!

What should I do at the warehouse?

Pay attention to the "meanwhile" screens.

Take a closer look at the reactor cooling system sub-panel.

It would throw a real wrench into the works if the warehouse were to be, shall we say, "shut down."

A bomb might come in handy here.

Place a bomb on the second electrical trunk from the left and stand back.

The gate is closed.

Patience, it will open again later.

Have you tapped Jonny Qwong's VidPhone?

What's the deal with the piece of paper that has unintelligible Chinese calligraphy on it?

Karyn will give you a small hint about it.

It's not unintelligible to someone who reads Chinese.

Check out the warehouse district.

Look for an alley.

Show it to an old man sitting on a crate.

I went to the reservoir but nobody was there.

Come back later.

Be patient; it will take Deng awhile to get all his units in position.

Pay close attention to the "meanwhile" screens.

Deng Hwang will deploy his strike units to the reservoir between 7:00 pm and 10:00 pm on August fourth.

I can't get off the ground in the hovercar.

Click on the map at the center of the console between the driver and passenger seats. This will bring up a holo-map similar to the one at the Em-Way. Select a location and click on it. The computer will automatically take you to your destination.


Karyn has been kidnapped. Help!

You need to find out where she is.

Tapping Jonny Qwong's VidPhone might be helpful.

Check your VidPhone messages after you have tapped Jonny Qwong's line.

She is at Deng Hwang's, but you must set and pick up the VidPhone taps from Jonny Qwong's to discover the address.



The Snake keeps killing me in the warehouse district while holding the Jake hostage.

The guard outside of DH Enterprises won't let me in.

I'm in the lobby at DH Enterprises, what now?

I made it into the security room but I was beaten to a bloody pulp by the guards.

The Snake keeps killing me in the warehouse district while holding the Jake hostage.

Try arming yourself with a gun.

The guard outside of DH Enterprises won't let me in.

There is more than one way to get past him.

Bombs, bullets, and gas are all useless.

You need the correct ID card.

You need Snake's ID card.

Snake will be in the warehouse district after the Jake calls you on the VidPhone.

You can land the hovercar on the roof of the compound, bypassing the first layer of security.

I'm in the lobby at DH Enterprises, what now?

You need to get further inside the complex to rescue Karyn.

The laser gate and security alarm must be shut off.

You must get past the receptionist and into the security room.

Lie, lie, lie to the receptionist.

Try posing as a repairman.

If all else fails, use NaPent on the receptionist.

I made it into the security room but I was beaten to a bloody pulp by the guards.

DO NOT open the door to the break room.

Sooner or later the receptionist out front will figure out what's really going on and press the alarm, so you need to think of a way to stall the guards.

Look the security panel over carefully.

Flip the switch marked "BREAK LOCK" up to activate it (the indicator bar above the switch should turn green).

Turn all the other switches to the off position (red).

I can't figure out how to deactivate the laser gate and security alarm.

Karyn died when I tried to unhook her from the collar.

I can't find the wiring I need.

I can't figure out how to deactivate the laser gate and security alarm.

Try inserting your ID card into the console

Didn't work? Well at least you can try manual override

Ever play the game Simon™?

There are clues for one of the correct sequences hidden in the documentation

If you gave the old man the parchment, he gave you one of the correct code sequences, although you may not realize it yet

If you are FORTUNATE, you may figure out the clue the old man gave you

The correct sequence for manual override button 3 (far right) is:

Phase 1: yellow, red, purple, blue, white

Phase 2: yellow, red, purple, blue, white, blue, red, yellow, purple, yellow

Phase 3: yellow, red, purple, blue, white, blue, red, yellow, purple, yellow, red, purple, blue, white, red

Make sure you turn off the laser gate!

Karyn died when I tried to unhook her from the collar.

Oops!

You only have a limited amount of time to free her

You need to deactivate the collar mechanism before you try and unhook it

If you had some wires you could try and short it out

Look in a nearby room

Try the janitor's closet

Place the wires over Karyn, then unhook the three collar control leads.

I can't find the wiring I need.

Look at everything in the janitor's closet

Look at the electrical panel on the back wall

You will need a tool to work on the panel

That screwdriver on the sink will help

Make sure you throw the breaker switch on the top panel

Use the screwdriver to remove the bottom panel

Grab the wires

ARCADE HINTS

Those goons at the reservoir are wiping me out.

I keep getting shot to pieces by the guards!

The hazards at the warehouse are too hard!

I'm being toasted by the flame throwers!

ARCADE HINTS

Those goons at the reservoir are wiping me out.

Read the documentation carefully

Make sure your gun is loaded

If at first you don't succeed, try, try again

Wearing a bulletproof vest will help

Getting the rifle from the police armory will make life easier, but you can still win without it

Show the piece of paper to the old man in the warehouse to get the vest.

If you don't already have a rifle, make sure you pick one up after you kill all the bad guys.

I keep getting shot to pieces by the guards!

Read the documentation section on arcade sequences carefully

You can duck under some of the guards' bullets.

You can jump over some of the guards' bullets

Aim for the head.

A bulletproof vest will allow you to take more hits.

Shoot your gun in the direction of a guard when he is off the edge of the screen and chase the bullet till it hits him

The hazards at the warehouse are too hard!

No they aren't!

Jump over or go around pools of toxic waste.

You can avoid leaping over some of the pits by jumping up to a loading dock and walking across it

Don't get sprayed by the poison gas.

Avoid the Bum-Away beams

Make sure to duck as you pass the electric field generator

Jump up and shoot Snake a couple of times as he is coming across the pit.

I'm being toasted by the flame throwers!

Your bulletproof vest is no good against fire.

The flame throwers go in a pattern. If you time it right you can sneak under them.

You can get past some of the flame throwers if you use the lower level (make sure to duck!)

Some of the flame throwers have a red valve handle on them. If you shoot this valve it will shut the flame thrower off

I can't kill Bahumat in the final arcade.

OBJECTS

Item	Where found	Where used
------	-------------	------------

I can't kill Bahumat in the final arcade.

A rifle would be VERY helpful here

You can jump over or duck under some of Bahumat's fireballs.

A bomb might come in handy if you have one left.

If you have a bomb, walk towards Bahumat while staying on the lower level and press the action button when you are directly beneath him. Blade will automatically throw a bomb at Bahumat if you have any left.

Objects

OBJECTS

Item	Where found	Where used
Gun	Under pillow in Blade's apartment	Arcade sequences
Coat	Blade's apartment	Everywhere
Clothes	Floor of Blade's apartment	Everywhere
Blade's ID card	Blade's vidPhone	Blade's vidPhone, Blade's door, flower stand
Cabinet keys	Karyn, Bureau of Records	Blade's cabinet
Chandra's Photo	Blade's vidPhone	Give to the lady at the Pleasure Dome bar
Claim check for gun	Pleasure Dome entrance	Pleasure Dome ticket/drum window
MTZ sample	Counter of Chen Lu's bathroom	Give to Karyn at B.O.R.
Candy bars	One in Blade's rubboard, another in Chen Lu's safe	Give one to Shen at Pleasure Dome for claim ticket, give other to the lady
Bahumat list (paper with calligraphy)	Chen Lu's safe	Give to Chiang Gai warehouse
Mayor's pass card	Mayor's office	Show to Deputy, Vah Hahn
Wire tester	Blade's Cabinet	Use on Jonny Owing's VidPhone trunk
Chen Lu's ID card	Chen Lu's VidPhone	Use in Chen's door and VidPhone. Give to Karyn for computer check
First Aid Kit	Medicine cabinet in Blade's apartment	Use when wounded

OBJECTS

Item	Where found	Where used
------	-------------	------------

*Rise of the Dragon: A Blade Hunter Mystery** consists of:

4,402,206	bytes of source code which compiles down to
822,096	bytes of object code
7,483,416	bytes of animation
4,096,000	bytes of background pictures
788,028	bytes of sound effects and music
<u>1,014,833</u>	bytes of program, drivers, and interpreter.
18,606,579	bytes total.

Data totalling 13,382,277 bytes were compressed by a proprietary program to 7,376,947 bytes of resources on your disks.

*VGA Version

OBJECTS

Item	Where found	Where used
Roses	Flower stand near city hall	Give to Karyn at B.O.R.
Big gun in the	City hall armory or reservoir	Use in arcades
MTZ lab tape	Karyn in B.O.R.	Give to Mayor
Rock of Life	Chang Li in warehouse	Give to Karyn
Tome of Wisdom	Chang Li in warehouse	Read when in danger (it might not help but at least you'll feel better)
Bulletproof vest	Chang Li in warehouse	Arcades
Snake's ID card	Warehouse arcade	DH Enterprises main gate
NaPen	Blade's medicine cabinet	Receptionist at DH enterprises
Screwdriver	On sink in janitor closet at DH Enterprises	Use to remove electrical sub-panel in janitor closet
Wires	Behind electrical sub-panel in janitor closet	Use to short out Karyn's collar in DH Enterprises interrogation room
Bombs/A <i>Note: Use them only when you REALLY need them.</i>	In Blade's cabinet	Chen Lu's front door and his safe, VidPhone panel in Jonny Qwong's sewer, electrical trunk at warehouse, final arcade sequence
Wire tester	In Blade's Cabinet	Use to open VidPhone panel in Jonny Qwong's sewer
Fortune cookie	Chang Li in warehouse	Use in DH enterprises security room

FOR YOUR INFORMATION

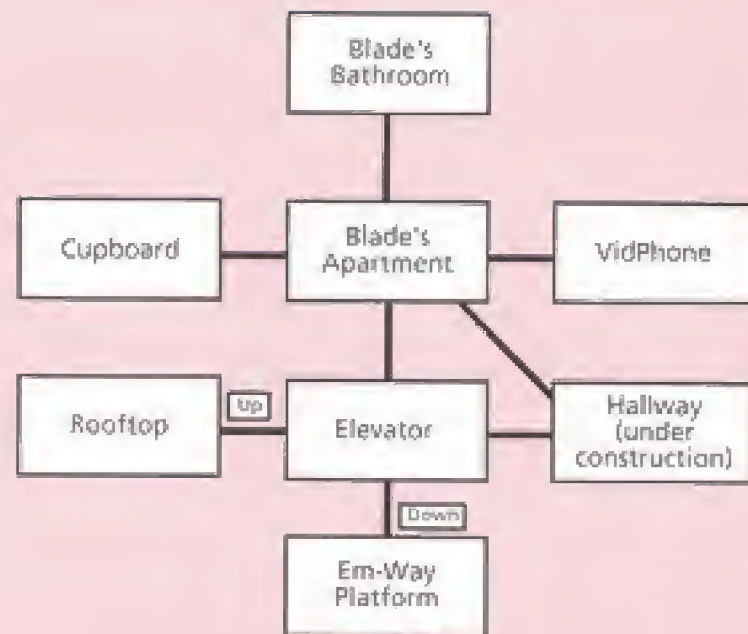
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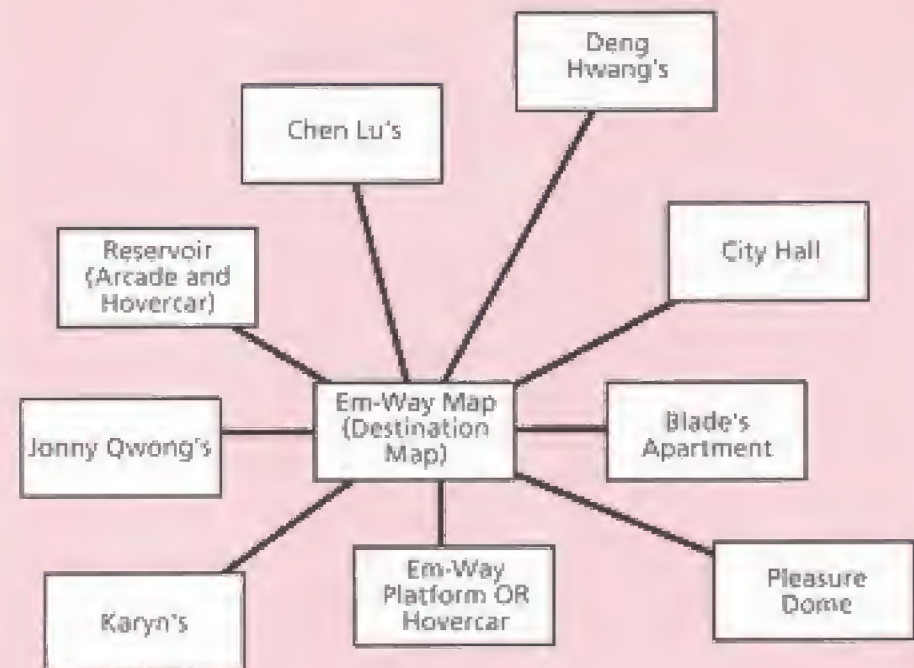
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*VGA Version

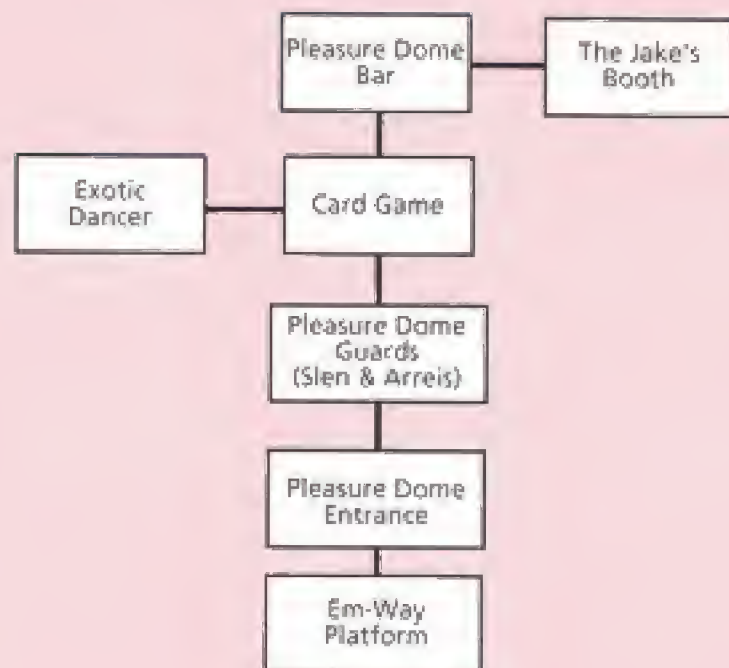
BLADE'S APARTMENT



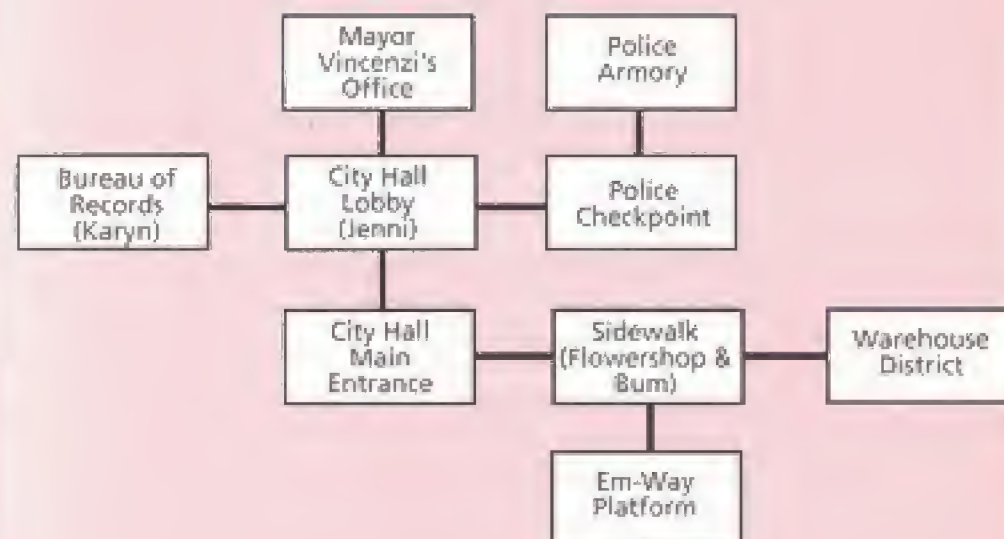
EM-WAY TRANSIT MAP



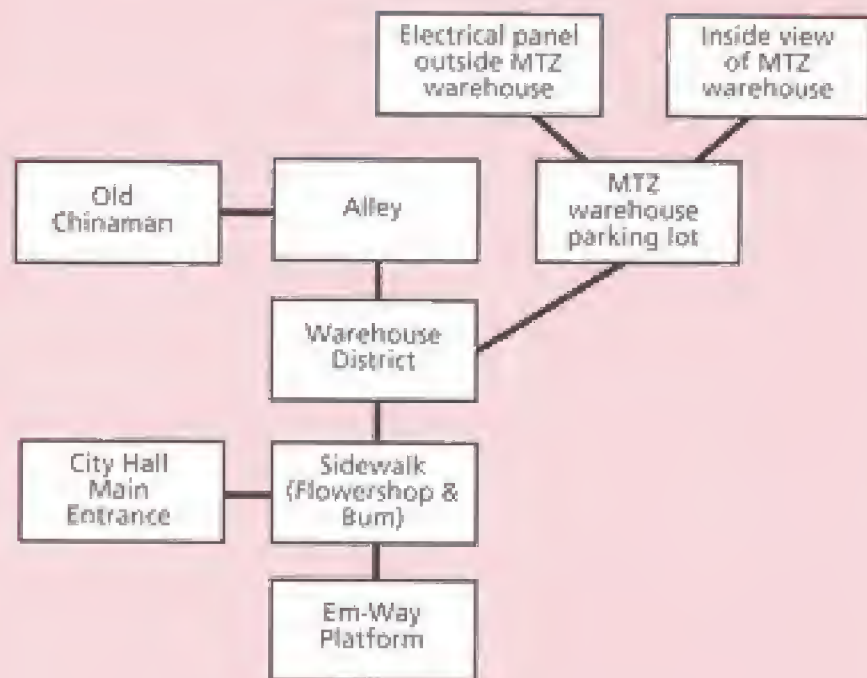
PLEASURE DOME AREA



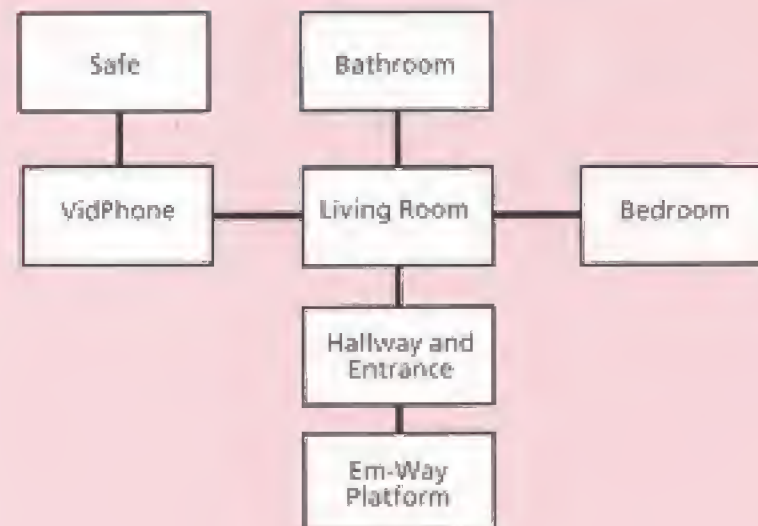
CITY HALL



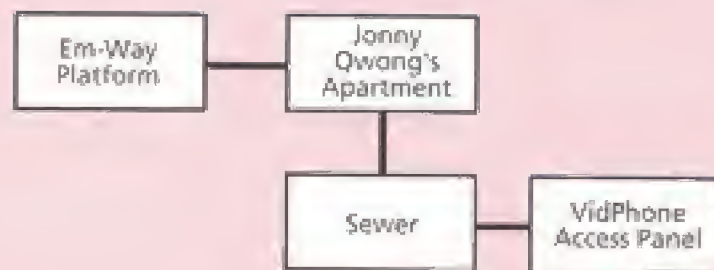
WAREHOUSE DISTRICT



CHEN LU'S APARTMENT



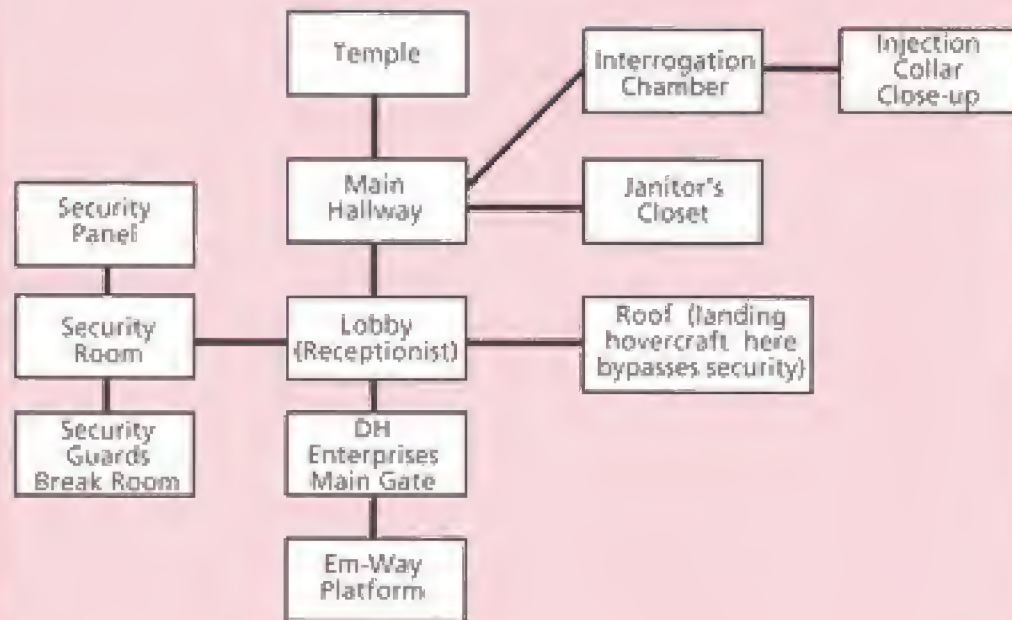
JONNY QWONG'S



KARYN'S



DH ENTERPRISES



CHARACTER PROFILES



Name: William S. "Blade" Hunter

Occupation: Private Investigator

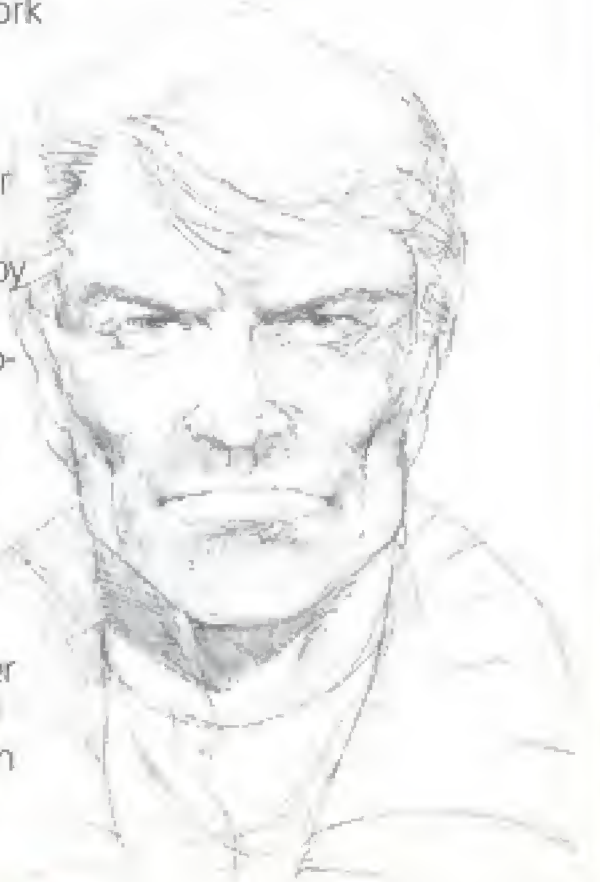
Hobbies: Guns, knives, cyberball

Place of Birth: Eugene, Oregon

Date of Birth: Sept 27, 2013

Future Plans: Make enough money so I won't have to work anymore.

Background: Blade is a former police detective who was pressured to resign from the LAPD by then police chief Giuseppe Vincenzi because of his unorthodox methods of investigation. Although Blade had one of the highest conviction rates of any officer, he also was named as a defendant in more civil lawsuits than any other officer in the history of the department. After leaving the force, Blade opened his own detective agency, which provided a subsistence level of income.





Name: Karyn Sommers

Occupation: Data retrieval specialist

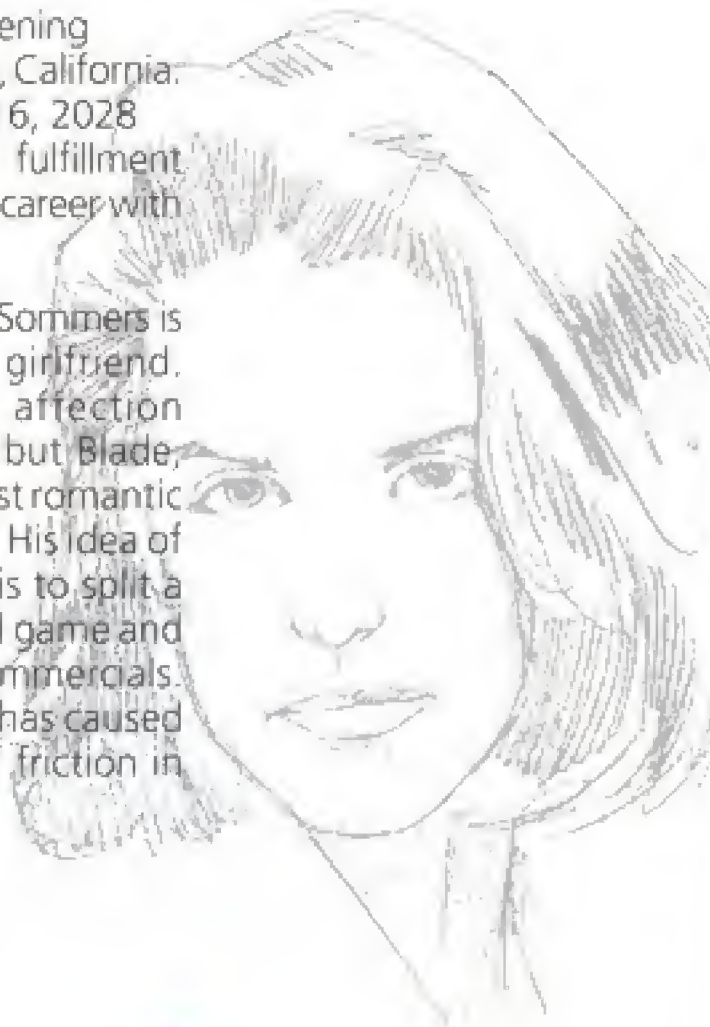
Hobbies: Judo, gardening

Place of Birth: Yreka, California

Date of Birth: Oct. 16, 2028

Future Plans: Self fulfillment through a rewarding career with the city

Background: Karyn Sommers is Blade's sometime girlfriend. There is genuine affection between these two but Blade, well, he's not the most romantic man who ever lived. His idea of a romantic evening is to split a six-pack during a ball game and neck during the commercials. Needless to say, this has caused a certain amount of friction in their relationship.



Name: Deng Hwang

Occupation: Mafia kingpin and megalomaniac

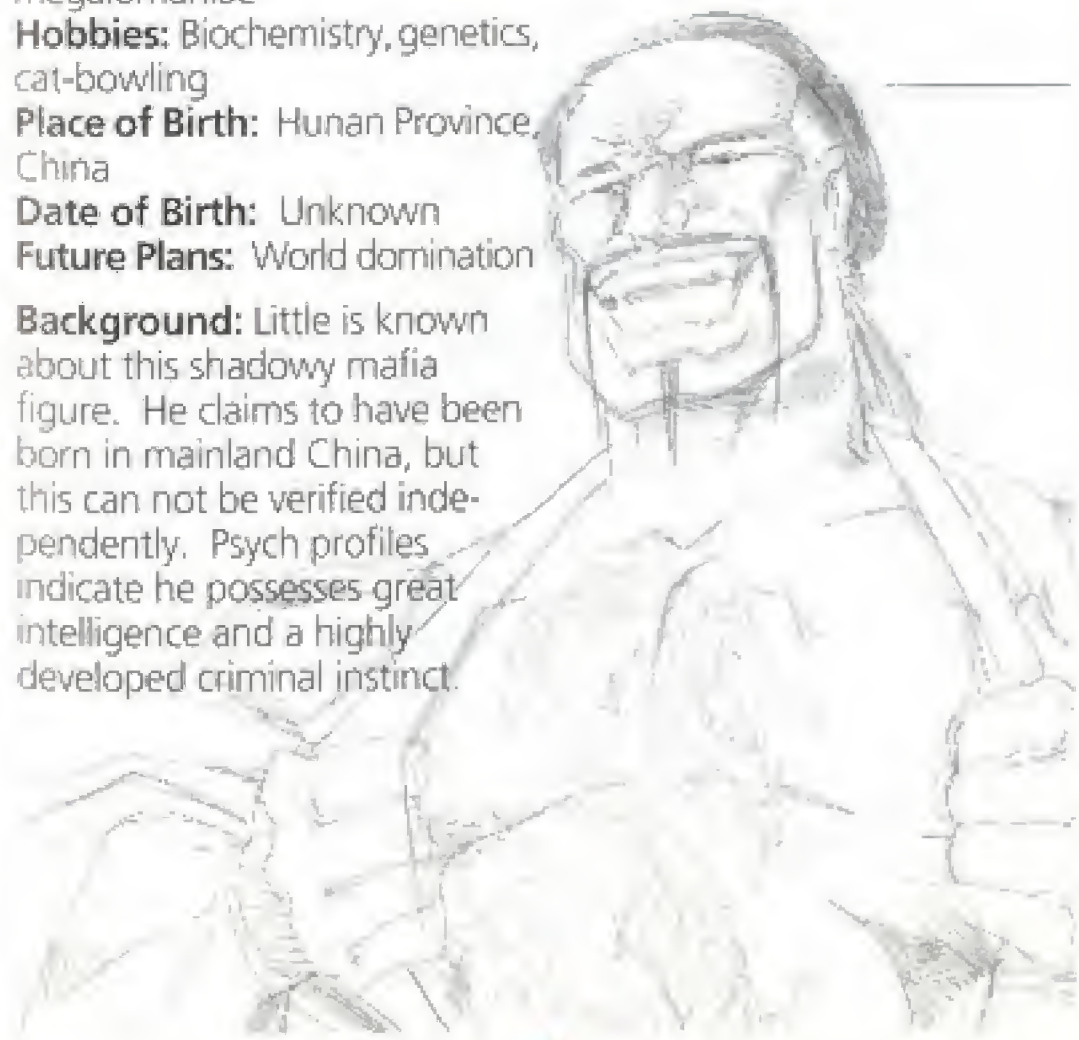
Hobbies: Biochemistry, genetics, cat-bowling

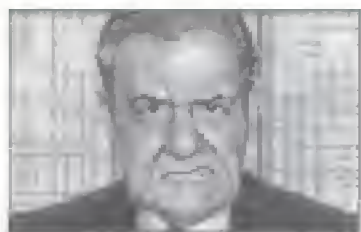
Place of Birth: Hunan Province, China

Date of Birth: Unknown

Future Plans: World domination

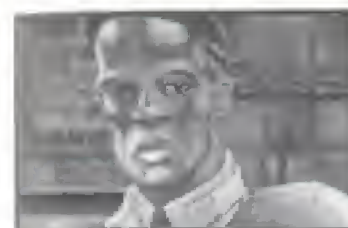
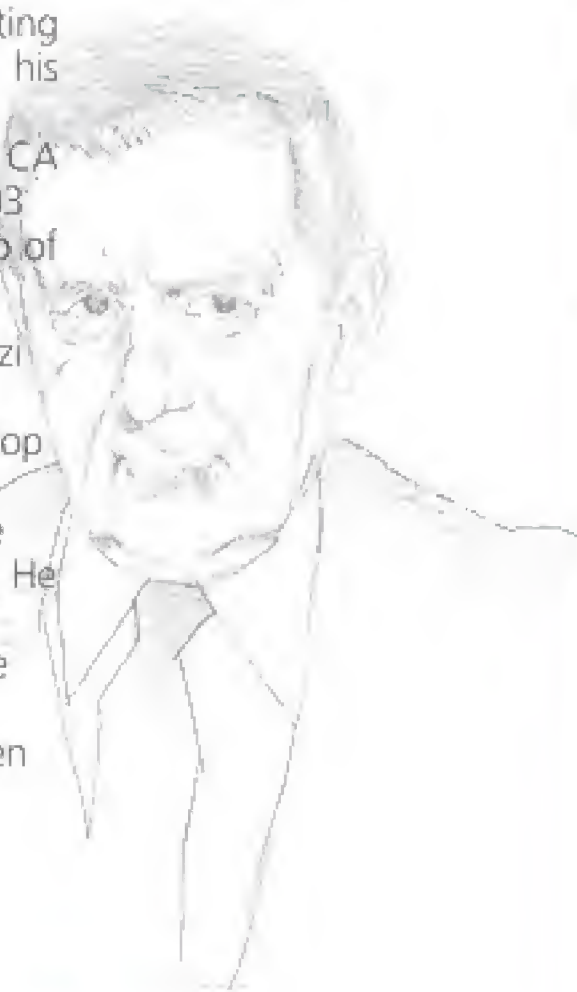
Background: Little is known about this shadowy mafia figure. He claims to have been born in mainland China, but this can not be verified independently. Psych profiles indicate he possesses great intelligence and a highly developed criminal instinct.





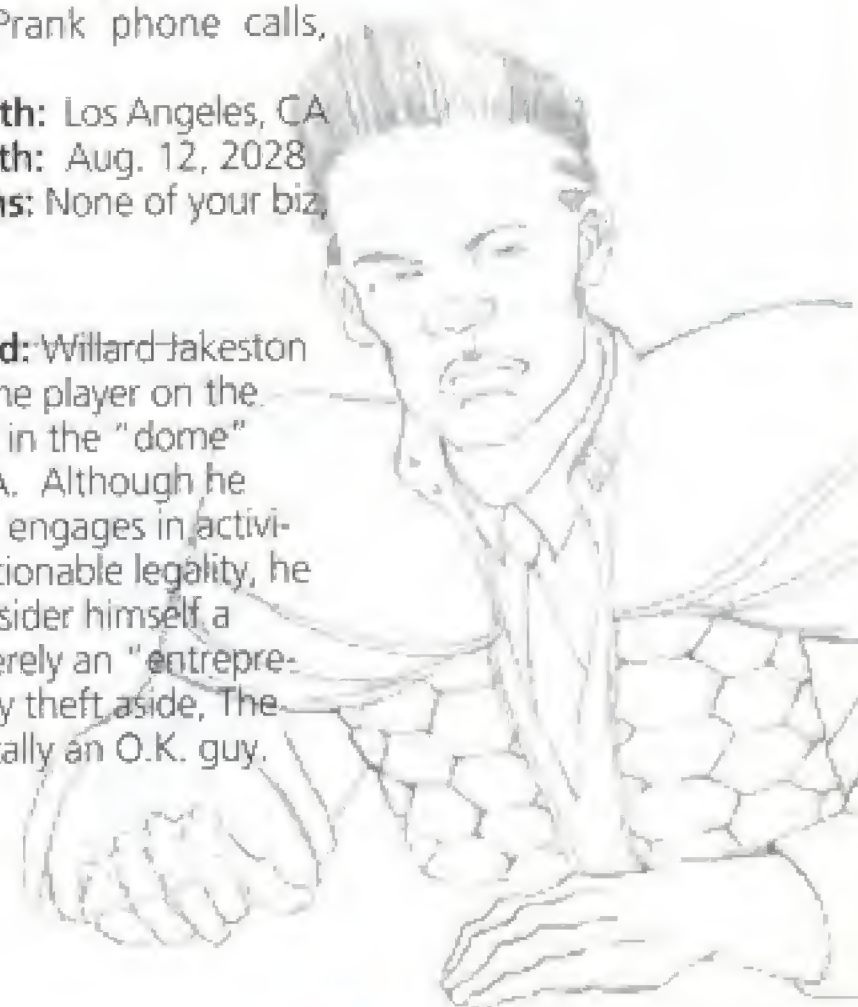
Name: Giuseppe Vincenzi
Occupation: Mayor of Los Angeles
Hobbies: Baby kissing, cutting welfare programs, lying to his constituency
Place of Birth: Los Angeles, CA
Date of Birth: Feb. 14, 2003
Future Plans: Governorship of California

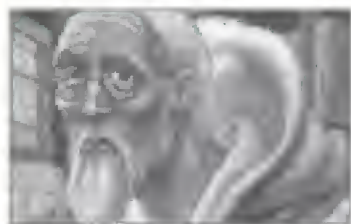
Background: Mayor Vincenzi has proven himself to be a ruthless politician who will stop at nothing to advance his career. Formerly, he was the chief of police for the LAPD. He is responsible for pressuring Blade into resigning from the police force - consequently there is little love lost between these two men.



Name: Willard Jakeston AKA "The Jake"
Occupation: Miscreant
Hobbies: Prank phone calls, shoplifting
Place of Birth: Los Angeles, CA
Date of Birth: Aug. 12, 2028
Future Plans: None of your biz, slicker.

Background: Willard Jakeston is a small time player on the street scene in the "dome" district of LA. Although he occasionally engages in activities of questionable legality, he doesn't consider himself a criminal, merely an "entrepreneur." Petty theft aside, The Jake is basically an O.K. guy.





Name: Chang Li

Occupation: Scholar

Hobbies: Radio astronomy,
writing self-help literature, ancient
Chinese mythology

Place of Birth: Los Angeles, CA

Date of Birth: Feb. 29, 1992

Future Plans: To gain spiritual
enlightenment in this life cycle

Background: A native of the
City of Angels, Chang Li is a
respected scholar in the field of
Chinese mythology. He has
also written several books
including *The Step by Step
Guide to Private Investigation
and Other Fun Things*.



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All hint questions **MUST** be directed to the previously mentioned "900" numbers. **NO** hints will be given on our Customer Service lines. The Hint System is available 24 hours a day. The charge for this service is 75 cents for the first minute and 50 cents for every additional minute. Long distance charges are included in this fee. **Callers under the age of 18 must get their parent's permission before calling the hint line.** The automated hint system is only available within the United States at this time.

All other questions will be answered by calling our new Customer Support number at: (209) 683-8989. Again, please note that **ALL** hints must be obtained by dialing the above "900" numbers. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.**

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